

Name



Activities:

Filmmaker's Pack

- Have you visited every building in 'The Street'?
- Have you completed all the tasks and downloads?
- Do you have a great story or an idea for a documentary?

Great! Now you are ready to start filming.....

We've gathered together the following advice from our Scrapbook to help you make your film.

Before you start.... a note about Copyright:

Copyright is how you tell everyone that you have made a film and it belongs to you; only you can give permission to someone else to show or copy it.

Most types of original work are protected by copyright. Using someone else's work can be expensive, so think about the following things when you are filming and editing:

- Your idea should be original - yours not anybody else's
- There should be no shots of logos, branding or images - on shop signs, books, magazines, CDs etc. Keep them out of shot, cover them up or design your own
- There should be no shots of artwork - use your own, check your location and ask permission
- You haven't used music in your soundtrack without permission - compose and perform your own songs
- If there's a TV in a scene, film it from behind or to the side to avoid the screen and turn the sound down!





Activities:

Let's get started....

Draw a storyboard plan for your film

Activity

1. Draw a picture for each scene of your film or if you want to be really detailed each shot! Your pictures can just be sketches with stick people as long as you show how you want your scene to look on screen.
2. Write notes to describe how the sound, camera angle, props and characters will work in each scene.
3. When you are planning your camera angles use the tick list below to help you make sure you have some different shots.

You will need:

Storyboard printouts

A pencil

Tick List

- ☐ High angle
- ☐ Low angle
- ☐ Close up
- ☐ Medium shot
- ☐ Long shot

4. Fill in the your dialogue if you aren't using a separate script.
5. Make copies of your storyboard to give to the people who are helping you make your film and use it to help you capture all the footage you need.



Activities:

If you are making a stop frame animation....

Activity

1. Position your characters in the set. Put your camera onto the tripod to keep it steady.
2. Connect your camera to your computer, open your animation software and start a new project.
3. The software will ask you to click to create a still image. You then move your character once and take a further still, this is called a frame. Keep going like this until you have a series of frames.

You will need:

The characters or objects you are going to animate

A set - a fabric backdrop or a set you have built in a cardboard box

A digital camera with a tripod

A computer with animation software such as Frame Thief™ or I Can Animate™

A desk lamp

Each piece of software will work slightly differently, but some good general rules to follow when making an animation are:

- Keep your first animated loop simple - perhaps two characters meet and shake hands and leave?
- Take plenty of frames of the background and of the establishing or opening shots.
- Think about how long in seconds you want each movement to last for and then work out how many frames that will be, it can be useful to write this down. Animators usually shoot 12 or 24 frames for each second of film. If you are working with 12 frames per second, for example, shoot 6 frames for a pause. To make your character blink shoot three frames with the eye(s) on then take them off and take three frames.

Name



Activities:

- If you are working with someone else you will need to keep talking to each other. Make sure that there is nothing in the shot that shouldn't be there (like hands!) and say 'Action' when you want to begin filming.
- Tiny movements create a much more convincing animation.
- Use lights to brighten your scene.
- Vary your camera shot and angle - this will make your work more interesting but only do it at the end of a scene!
- Make sure you only change your characters' positions at the end of a scene.
- Have plenty of facial expression changes.
- Change more than one thing about a character at a time.

What next?

If you want your animated characters to speak you will need to develop a script and record the dialogue and any sound effects separately, making sure the timing fits with the characters' movement!





Activities:

If you are making a live action film....

Activity

1. Use a storyboard to plan your shots.
2. Set up each of your shots by telling your actors exactly what you want them to do. Where do you want them to move to? How would you like them to say their lines?
3. Use your tripod and put your camera into position so that you can get the camera angle you want.
4. When you are ready, say “Quiet on set, please” to make sure that when you begin recording you’ll have no other noise than the sounds you want in the film. Press record and then say “Action” to let your actors know the filming is starting.
5. Say “Cut” when you have your shot and pause the camera.
6. Repeat for all your shots. Shoot them in the order they appear on your storyboard.

You will need:

A digital camera

A tripod

Actors

Set

Props



Activities:

Do you want to record a soundtrack?

Activity

1. When recording a live action film try to use an external microphone - not the camera microphone.
2. Have a sound person and put them in charge of making sure the mic is on at the right time. When you are ready to record your sound person needs to say "Quiet on set!"
3. Give your sound person headphones so that they can hear what is being recorded. Ask them to check that the sound is loud enough and whether there is any unwanted noise in the background.

Ready to edit?

Activity

1. Open your editing software and upload your film footage. On screen you should be able to see a panel of clips and a timeline.
2. First produce a rough edit by selecting each clip and editing out what you don't want in each. Then drag the clips onto the timeline in the order you want them. Now play this back to see whether your story makes sense.

Now you can edit your film further by:

- splitting some clips so that you can cut between one and another - for example you could have a person being chased cut with shots of the person doing the chasing
- cutting out clips that aren't needed





Activities:

- drastically shortening some shots
- creating continuity: When editing from one shot to the next, look carefully at what you are looking at in the end of one shot and what is in the next shot. It can work well to match these so that the shots are similar, for example, that they are both medium shots with the action in the left hand side of the frame or in a close up shot the eye line of the character in the first shot is matched with the eye line of the character in the second.

What do you think?

If you are not happy with some of your shots don't be afraid to go back and film some more footage or experiment more with your editing. Don't worry about making mistakes as you can always undo your last step.

Now you know why it can take a long time to make a film!

Adding a soundtrack:

1. Upload your film footage onto your computer. Now separate the sound from the images.
2. If you want to use any extra sound effects add them in now. If you want to add music put that in now too.

Remember: Only use music you have composed yourself and don't have anybody singing or playing somebody else's songs!

3. Try adjusting the sound by rubber banding. This means plotting the sound levels with dots and moving them up for louder down for lower. The more dots the more gradual the change. Most editing software will give you at least two soundtracks so you can have music and dialogue or background sound at the same time.
4. If your film recording has sounds you don't want then you can take these out and delete them, but be careful not to have too much silence.
5. If you want to use some silence in your film record it in the place where you filmed so that there is some atmosphere!





Activities:

Finish off by adding titles and transitions

Opening titles and closing credits are an important part of a film. They tell us who the star is and who made the film.

Transitions are the important 'bits' between each of your shots. You can just cut from one shot to the next but there are some more choices such as fades, dissolves and wipes, these can give the impression of time passing or a dream or a flashback. They can also help you to create some special effects. Most editing software will give you some choices of transitions.

Activity

Titles:

1. When writing your titles, try to choose a font that fits the genre and style of your film. Go back to the game in the Costume Shop for some examples of fonts that represent different genres:



2. Preview your titles before dragging them onto the timeline. Always make sure your information is correct without any spelling mistakes!
3. To copyright your film and show other people that it is your work you could add © with your name and the date to the end credits.



Name



Activities:

Transitions:

Remember you can only edit clips without transitions so before you add them make sure you are happy with your edit of each clip.

1. To put in transitions, select them from a menu and drag them onto the timeline. Remember to wait for them to render or finish.
2. If you don't like them then undo and try something new.
3. Only use a small number of transitions.

All done?

Now evaluate your work by thinking about these questions:

What worked well?

What did you enjoy?

What went wrong?

If you were to do the project again what would you do differently?

Well done you've made a film!

Now visit the Submit a Film page to find out how to send your film to Film Street!

Why not email nicky@filmstreet.co.uk to tell Nicky all about your new film and how you made it!





Name



Activities:

Storyboard

Sketch:

Dialogue:

Sound:

.....

Camera:

.....

Props:

.....

Characters:

.....





Name



Activities:

Storyboard

Sound:

Camera:

Props:

Characters:

Sound:

Camera:

Props:

Characters:

Sound:

Camera:

Props:

Characters:

Sound:

Camera:

Props:

Characters:

